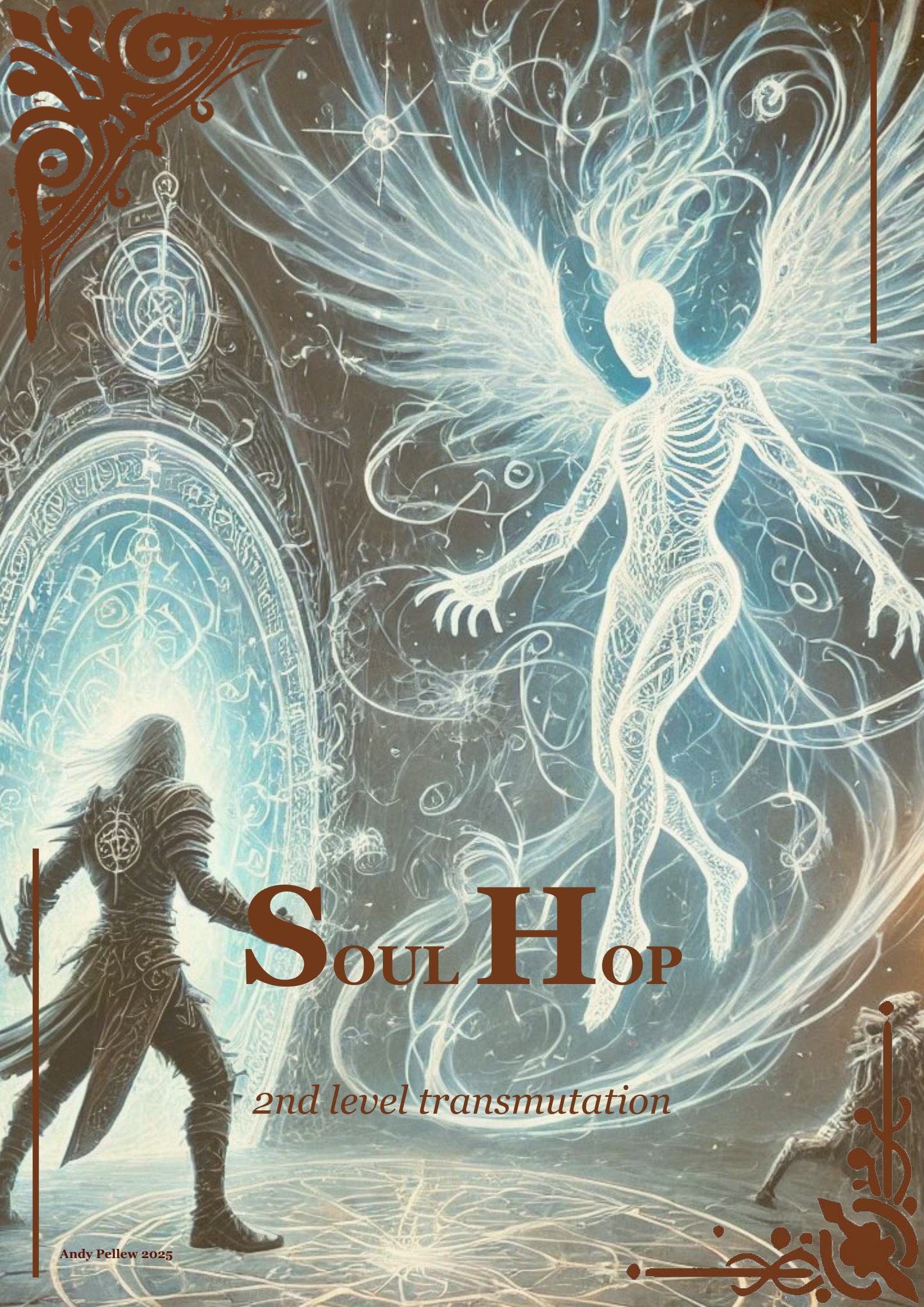

Soul Hop

2nd level transmutation

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Soul Hop

2nd level transmutation

Casting Time: 1 action
Range: 12 feet
Components: V S M (a small pearl, at least 5 gp value)
Duration: Instantaneous
Classes: Bard, Druid, Sorcerer, Warlock, Wizard

You tap into the raw power of the Soul Plane, allowing yourself or another creature to momentarily pass through the plane and reappear in a different location. You may target any individual with a soul. The target must make a Wisdom saving throw if it is unwilling; on a failed save, you can teleport the target up to 30 feet to an unoccupied space you can see.

Willing creatures, those that choose to fail the saving throw, will be teleported up to 30 feet to an unoccupied space you can see. The creature, on reappearing, gains advantage on its next attack roll, ability check or saving throw made before the end of its next turn.

Unwilling creatures will arrive disorientated and will have disadvantage on their next attack roll or ability check before the end of their next turn.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature per spell slot above 2nd level. Note that all targeted creatures must be either willing or unwilling and will all arrive in approximately the same place.

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